SANG OK SUH

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EDUCATION

Oregon State University *Expected Graduation: Fall 2021*

B.S. Computer Science GPA: 4.0

Coursework: Intro to Computer Science I / II, Discrete Structures, Data Structures, Analysis of Algorithms, Web Development, Computer Architecture & Assembly Language, Intro to Databases, Intro to Operating Systems I (in-progress)

University of California, Los Angeles *Graduated: Jun 2018*

B.S. Statistics GPA: 3.72

SKILLS

Languages: Python, Java, JavaScript, HTML, CSS, SQL

Frameworks/Technology: React, Express, NodeJS, Tableau, Google BigQuery, MySQL, Git

PROFESSIONAL EXPERIENCE

Data Analyst Gamevil Com2uS *Jul 2019 - Present*

- Decreased data extraction times by greater than 50% using custom SQL queries in Google BigQuery and MySQL.
- Created Tableau reports to visualize market/app store KPI trends, in-game user behavior, marketing/branding campaign performances to assist with future marketing decisions.
- Increased the number of top app store keywords (iOS and Android) by over 30% through ASO (App Store Optimization).
- Managed in-app event attribution for newly launching games to decide in-app data tracking points for future new user funnel analysis.

Research Assistant UCLA Semel Institute *Mar 2018 – Oct 2018*

- Extracted peak information and 1/F slope information from brain wave EEG data using Python.
- Performed statistical analysis to differentiate children with autism using extracted data.
- Found significant predictors of ASD in children using Random Forest Algorithm in R.
- Visualized findings using ggplot package in R and Tableau.

PROJECTS

"NotARedditClone" Social Media CRUD App (JavaScript)

- Created a CRUD social media app using MySQL, Express, ReactJS, and NodeJS.
- Users can register/login, join/create groups, write/update/delete posts and comments.

Simple Todo Android App (Java)

- Created a CRUD Todo Android app using Java language and Android Studio.
- Users can add, edit, delete todo tasks which is saved in the local file system.

Minesweeper (Python)

- Created a minesweeper game with a GUI using PyGame with two difficulties (size of board) and two modes (different winning algorithm).